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Name	Kind of material	Description	Language	Subject	Key Words	AgeRange	Competence	Level	Author	License	OER Platform	direct link	More Links	retrieved	Format	own	# Resources
A1: Mobile radio	Learning material	Today, cell phones and smartphones are also everyday companions for children and young people. Although many children and young people can no longer imagine life without the device, only very few know how it works technically and how data is transmitted. In this module, students learn how mobile communications work. They learn how data is transferred from one cell phone to the next. The students then evaluate cell phone data. They try to gather as much information as possible about a person from time and location data. At the end, the students discuss data privacy and the opportunities and risks of big data.	German	Technology / Computer science	Mobile communication and smartphones	K5-17	CT18 Coding & Encoding	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
A2: Cryptology	Learning material	In this module, the students deal with the encryption and decryption of information. Security aspects of communication processes in everyday life are highlighted and various encryption methods from the past to the present day are presented. In the style of a "text adventure", the students are given an overview of various encryption methods. In the process, they must solve smaller tasks as the story unfolds over time. Finally, the students can reflect on their own publication of personal information as well as their communication and secure themselves accordingly.	German	Technology / Computer science	Cryptology	K5-18	CT18 Coding & Encoding	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
A3: Programming II	Learning material	If one wants to write larger and more elaborate programs, then it is imperative to also delve deeper into programming itself. In this module, students will explore the textual programming language Python, starting with simple examples such as reprogramming a program from Scratch to Python. Students then learn basic programming concepts such as object-oriented programming, inheritance, data encapsulation, and design patterns. All content is applied practically, so students have the opportunity to program their own games with a graphical interface.	German	Technology / Computer science	Programming	K5-19	CT9 Programming	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
E1: IT made easy	Learning material	This expansion module introduces you to various ways in which even younger children can discover IT in a playful way. The Littlebits, for example, are ideal for this. The small, electronic components can be magnetically connected to each other, creating simple circuits. The small components encourage experimenting and trying out, and a variety of small projects can be implemented with them. This provides a playful approach to the basics of electronics and programming.	German	Technology / Computer science	Programming	K5-20	CT12 New Technologies	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
E2: Wearables	Learning material	In this module, the students deal with wearable and interactive systems and controllers, such as those used in smart clothing and accessories or smart watches and fitness trackers. They have the opportunity to design and create their own smart clothing in their own projects. This module ties in with the young people's lifeworld and their interest in fashion. It also gives them a glimpse of the diverse, sometimes even life-saving uses of IT, for example in medicine. In this case, smart textiles are used to monitor patients' temperature, breathing and heart rate, among other things.	German	Technology / Computer science	New technologies	K5-21	CT12 New Technologies	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
E3: Robotics	Learning material	Star Wars enjoys great popularity among young and old, and the droid BB8 from Star Wars has also caused great excitement among fans. In this module, students are given instructions on how to build the little robot themselves. Using a wide variety of materials such as styrofoam balls and papier-mâché, as well as a BlueTo controller or an Arduino board, the robot can be brought to life. With the help of a programmed app, the little BB8 can be controlled via the smartphone.	German	Technology / Computer science	Robotics	K5-22	CT12 New Technologies	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
E4: Thimble	Learning material	Thimble is an easy-to-use online editor for creating web pages from Mozilla. Students can use Thimble not only to create web pages using HTML (Hypertext Markup Language), but also to save and publish them online. In doing so, a live preview is available to them while using Thimble. This offers the advantage that students can not only proceed under guidance, but also experiment.	German	Technology / Computer science	Creating websites	K5-23	CT9 Programming	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
M1: Design thinking	Learning material	This module introduces the Design Thinking innovation method. In order to test its possibilities in the development of new, creative ideas, we apply it to the topic "Smart School". But the thematic focus "Smart Home" is also conceivable. The students have the opportunity to develop new product ideas for a "Smart School", to improve and further develop known products. The design thinking method can be used within the framework of various IT2School modules.	German	Technology / Computer science	Design thinking	K5-24	CT11 Attitudes	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1
M2: Project method	Learning material	This module introduces project-oriented teaching. This is a form of action-oriented teaching in which students work independently on a task or problem - from planning to implementation to presentation - within a group. In some modules of IT2School, open tasks are presented that can be implemented in the form of a project. For example, students have the opportunity to program their own games or apps. This method module gives very concrete advice on how to implement projects	German	Technology / Computer science	Project methods	K5-9	CT15 Problem solving	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/downloadmaterial-23school/	https://www.wissenfabrik.de/downloadmaterial-23school/#school/#panel-33-codes-codes-im-supermarkt-unt-untersuchen	27.04.2021			1

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E5: Cybercrime from the "Digital Workshop of the Accenture Foundation" (partner)	Learning material	Cybercrime refers to crimes that are directed against the Internet, data networks, information technology systems or their data or, in a broader sense, crimes that are committed using this information technology, e.g., data theft. This module teaches what cybercrime means and the effects of criminal activities carried out with the help of digital technologies. In addition, measures are presented on how to take action against cyber criminals and how to protect oneself. The so-called "cyber security" deals with all aspects of security in information and communication technology. Here, the personal sphere is also addressed, but also the corporate context.	German	Technology / Computer science		K5-9	CT7.1 Data Protection / Security	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/download/material/242school/	https://www.wissenfabrik.de/download/material/242school/	27.04.2021			1
E6: A weather station with the Callope mini (partner)	Learning material	This module offers the opportunity to gain initial programming experience with learning groups from the age of eight and at the same time to build your own weather station for individual weather observations. The individual components of the weather station are developed over four teaching units: The children build measuring stations for temperature, brightness, precipitation and wind strength. The students use the microcontroller Callope mini and, in addition to the thematic discussion of the weather, get into programming in an exploratory way.	German	Technology / Computer science	Weather station (build)	K3-4	CT9 Programming	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/download/material/242school/	https://www.wissenfabrik.de/download/material/242school/	27.04.2021			1
E7: Programming music with the Callope mini from CYL (partner)	Learning material	Over the course of two lessons, the students will first program simple melodies themselves and try out the command blocks of the MakeCode programming environment on the topic of music with the Callope mini. In the process, they will also learn the meaning of note values and rest lengths. As a teacher, you will find further points of contact with music notation or the use of a keyboard. Students work in the TurtleCoder programming environment with a virtual turtle that translates the lines of code they type into motion on the screen, tracing its path. In the process, the so-called Turtle graphics are created.	German	Technology / Computer science	Programming	K5-9	CT9 Programming	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/download/material/242school/	https://www.wissenfabrik.de/download/material/242school/	27.04.2021			1
E8: Basic course in programming with Logo from CYL (partner)	Learning material	Whether simple geometric figures, crystal shapes, creative random patterns and spiral shapes or complex, recursive graphics - impressive works of art are created using the Logo programming language. Over the course of six lessons, the students get to know the Logo programming language and work out the most important commands, which they always apply immediately in the TurtleCoder programming environment. They learn basic programming principles such as loops, model program code with variables, simple calculations and operators, and even end up decomposing problems and creating subroutines with methods or new functions.	German	Technology / Computer science	Programming	K5-9	CT9 Programming	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/download/material/242school/	https://www.wissenfabrik.de/download/material/242school/	27.04.2021			1
E9: Raspberry Pi Internet-of-Things projects to copy	Learning material	In this module, students construct their own computer science systems that are connected to the Internet as part of project work. The Raspberry Pi 3 single-board computer is used as the basis for these projects. This not only gives the students an insight into the numerous uses of the credit card-sized computer, but also introduces them to current Internet-of-Things technologies and improves their programming skills. In addition, the handling of electronic components is trained.	German	Technology / Computer science	Raspberry Pi	K11-13	CT9 Programming	Developer	Annika Nowak	der Creative Commons Lizenz BY-NC-SA 3.0 DE: Namensnennung – Nicht-kommerziell	EduLabs.de/oer	https://www.wissenfabrik.de/download/material/242school/	https://www.wissenfabrik.de/download/material/242school/	27.04.2021			1
https://www.designthinking.lt/	Learning material	Design thinking workshop facilitation website. Recycling education website with educational resources. Recycling is not a fashionable or popular attitude of the society, but a daily and normal habit of every person's life, which significantly contributes to the protection and preservation of the environment.	Lithuanian	Social Studies	Advocacy training	K9-10	CT10 Social	Basic User	Monika Maciulienė	Public Domain	Advokacija.lt	http://www.advokacija.lt/mokomoli-cakacine-medzaga-3/					1
Rūšiujoi vadinas galvoji	Learning material	The purpose of the education portal is to create conditions for receiving educational information and providing electronic services to educators, students and their parents.	Lithuanian	biology	Recycling	K7-8	CT15 Problem solving	Basic User	Monika Maciulienė	Public Domain		http://www.ermokykla.lt/mokomoli-cakacine-medzaga-3/					1
eMokykla	Learning material / website	The website allows to download and upload digital lessons for SMART interactive devices developed with SMART Notebook Software.	Lithuanian	Technology / Computer science	New technologies	K11-13	CT15 Problem solving	Basic User	Monika Maciulienė	Public Domain	ermokykla.lt	https://www.ermokykla.lt/mokomoli-cakacine-medzaga-3/					1
Įšmanios pamokos	Learning material	The educational robot is a bee. It is a popular educational tool all over the world for the youngest and most curious children. This colorful, easy-to-use and friendly little robot is a great tool for learning the basics of decryption and programming, as well as problem-solving skills. Training with an educational robot - a bite is an incredibly fun and inclusive process! Children from 3 years of age can easily use the educational robot - bee. This educational technology is easily programmed with the buttons on it, and can also be controlled with mobile devices.	Lithuanian	Technology / Computer science	Programming	K5-6	CT9 Programming	Developer	Monika Maciulienė	Public Domain	ismanikase.lt	https://www.ismanikase.lt/mokomoli-cakacine-medzaga-3/					1
Edukacinis robotukas bitė	Learning material	Scottie Gol is an innovative educational game series that teaches programming. It promotes the development of algorithmic intuition and competencies, according to the latest developments in methodology and technology.	Lithuanian	Technology / Computer science	Programming	K5-6	CT9 Programming	Developer	Monika Maciulienė	Public Domain	ismanikase.lt	https://www.ismanikase.lt/mokomoli-cakacine-medzaga-3/					1
Scottie GO	Learning material	The game is available in 23 languages in over 85 countries around the world, clearly increasing the prestige and achievements of Polish science and education.	Lithuanian	Technology / Computer science	Programming	K5-6	CT9 Programming	Developer	Monika Maciulienė	Public Domain	ismanikase.lt	https://www.ismanikase.lt/mokomoli-cakacine-medzaga-3/					1

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MakerBot+	Learning material	Founded in 2009, MakerBot was one of the first companies to make 3D printing accessible and affordable with our first 3D printer, the Cupcake CNC. In 2010, we became the first company to present a 3D printer at the Consumer Electronics Show (CES). Now, 3D printing is its own category there with a myriad of 3D printing companies in attendance each year. After being acquired by Stratasys in 2013, we introduced the first Wi-Fi connected desktop 3D printer in 2014.	Lithuanian	Technology / Computer science	Programming	K5-6	CT9 Programming	Developer	Monika Maciuliene	Public Domain	ismanklase.lt	https://www.ismanklase.lt/medijine-mokykla/3dspausdinti-3d-objektus-makerbot/					1
Jaunieji tyrinėtojai	Learning material	After adjusting the possibilities of the contact meeting during the universal quarantine in Lithuania, the State Cognition Center presents an alternative - distance education for students of grades 1-8. During the interactive educations you will discuss the state of Lithuania, its symbolism, territory, language, population, get acquainted with the concepts of citizenship and citizenship, learn to separate the right from the duty.	Lithuanian	Social Studies	Learning history	K5-6	CT10 Social	Developer	Monika Maciuliene	Public Domain	paiviniavalysbe.lt	https://paiviniavalysbe.lt/jaunieji-tyrinetojai/					1
Demaskuok.lt	Learning material / website	The DEMASKUOK project calls on the media, society and the state to unite in the fight against fake news. We already have the tools, the powerful allies, but what you need most is your knowledge, your desire, and your will to stop lying and defend free speech.	Lithuanian	Social Studies	Recognizing fake news	K5-6	CT10 Social	Developer	Monika Maciuliene	Public Domain	getbadnews.lt	https://getbadnews.lt/					1
Kaip veikia žiniasklaida?	Learning material / website	Openly accessible course by Vilnius University on media literacy and fake news.	Lithuanian	Social Studies	Recognizing fake news	K9-10	CT10 Social	Developer	Monika Maciuliene	Public Domain	https://atvini.emokymai.vu.lt/	https://atvini.emokymai.vu.lt/course/view.php?id=36&sectionid=124					1
Artists as scientists	Learning material / website	"Artists as Scientists" is a project integrating the worlds of art and science, presenting the practices of various Lithuanian creators to students. The 10 creators agreed to share their experiences and ideas and, together with the School of Creativity, created 10 video lessons combining scientific knowledge, creative artistic solutions and the least disturbing issues in the worldview.	Lithuanian	Social Studies	Understanding new technologies	K9-10	CT17 Internet Use	Developer	Monika Maciuliene	Public Domain	kurybingumomokykla.lt	https://www.kurybingumomokykla.lt/kuryma/7-formalines-tyrimai/					1
Mokomobiliis	Learning material / website	Training car (Lithuanian 3d training application)	Lithuanian	Technology / Computer science	3D technologies	K9-10	CT12 New Technologies	Developer	Monika Maciuliene	Public Domain		http://3d.upstone.lt/					1
ScienceAtHome	Game / App	ScienceAtHome is a diverse team of researchers, data scientists, game developers, designers and visual artists based at Aarhus University, Denmark. We create Citizen science games and platforms with the aim of revolutionising scientific research and teaching by game-play.	English	Technology / Computer science	Collection of minigames, ScienceAtHome can generate a map of your cognitive skills at different levels, research on the brain	K5-6	CT12 New Technologies	Basic User	Annika Nowak	app is free	https://www.scienceathome.org/	https://www.scienceathome.org/appstore/3d-science-detective/		27.04.2021	app		3
Fair Data in Citizen Science Projects	Video	10 principles for citizen science in a video	English	Technology / Computer science		K5-9	CT21 Science about Science	Basic User	Annika Nowak	unknown	eu-citizen.science			27.04.2021	mp4		1
Algoritmi - Artefatti cognitivi o elementi costituenti di un ecosistema digitale	Slides / video	A brief introduction to the world of cognitive algorithms	Italian	Technology / Computer science	Computer Science		Secondary, Post-secondary	Basic User	Francesco Fieni	Creative Commons Attribution-Share Alike	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=UJ1E6c8TjyUw&list=PL4F5Qz70a7mVcX7g68455A6333p9e38g		29/04/2021	ppt / pdf		1
CAT Tools e MT: Cosa sono	Slides	The slides illustrate in general the world of the CAT tool and also the TM translation	Italian	Technology / Computer science	CAT Tools		Undergraduate, Graduate	Developer	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.slideshare.net/MicheleMurauci/Cat-tool-a-osa-seve-a-oltra-Europa		29/04/2021	ppt / pdf		1
Calcolo del minimo comune denominatore	Video	This video shows how to calculate the least common multiple	Italian	Maths	Special educational Needs		Secondary	Basic User	Francesco Fieni	Share Only	https://www.commonspaces.eu/users/search/	https://youtu.be/9Uj0axKAOs		29/04/2021	youtub		1
Didattica interattiva per alunni con BES	Video	This video shows how to use interactive web learning tools for children with special educational needs (BES)	Italian	Maths	Special educational Needs		Primary	Basic User	Francesco Fieni	Share Only	https://www.commonspaces.eu/users/search/	https://youtu.be/7Y2h2b7Y1g		29/04/2021	youtub		1
Guida a Google Tour Creator	Video	A guide to show how Google Tour Creator works, the tool for creating 3D virtual reality tours	Italian	Technology / Computer science	Tour Creator		Undergraduate, Graduate	Developer	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=3vz720aoVg		29/04/2021	youtub		1
Guida per OmegaT	Slides	A comprehensive guide to using omegaT, an open source translation software	Italian	Technology / Computer science	Cat Tools		Undergraduate, Graduate	Developer	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.slideshare.net/70436682/omegaT-1641604		29/04/2021	ppt / pdf		1
I concetti base di WordPress	Website	Introductory guide to managing a website in WordPress	Italian	Technology / Computer science	Web Design		Informal Education	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	http://www.easofitavo.com/concept-base-di-wordpress/		29/04/2021	web		1
Il metodo scientifico	Document	A document that explains in an exhaustive way what the scientific method is and its history	Italian	Science	Scientific Method		Secondary, Post-secondary	Basic User	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/user/11/medodo-scientifico/view/		29/04/2021	pdf		1
Il mio primo sito in Wordpress	Videos	8 Videos to learn how to create a professional website and a blog to improve visibility on the net: practical guide to using Wordpress and notions of optimization for search engines	Italian	Technology / Computer science	Web Design		Informal Education	Developer	Francesco Fieni	Creative Commons Attribution-Noncommercial-Share Alike	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=3vz720aoVg		29/04/2021	vimeo		8
Il museo partecipativo e l'utenza creativa	Slides	Slides that explain the evolution of the web and how it is applied to the concept of participatory museum	Italian	society, science	Web Evolution		Undergraduate, Graduate	Basic User	Francesco Fieni	Unknown	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=3vz720aoVg		29/04/2021	ppt / pdf		1
Informatica Zen	Videos	Vlog recors that explain how to approach computer science to avoid becoming a victim to it	Italian	Technology / Computer science	Computer Science		CT0 Problem Identification	Basic User	Francesco Fieni	Creative Commons Attribution-Noncommercial-Share Alike	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=3vz720aoVg		29/04/2021	vimeo		4
Lezioni di informatica base	Videos	First basic computer lesson dedicated to initial computer knowledge: definitions of hardware and software, definition of firmware, peripherals, CPU and communication ports	Italian	Technology / Computer science	Computer Science		Informal Edu	Basic User	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=3vz720aoVg		29/04/2021	youtub		11
Intelligenza artificiale e Intelligenza umana: in cosa saranno diverse?	Website	How artificial intelligence works and what distinguishes it from human intelligence	Italian	social studies + philosophy + computer science	Artificial Intelligence		CT12 New Technologies	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.pensiero.org/ai/		29/04/2021	web		1
La WikiGuida di OpenStreetMap	Video	An introductory guide to Open Street Map, how the project was born and the ideology behind it.	Italian	Science	Map Sharing		Informal Edu	Basic User	Francesco Fieni	Share Only	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=3vz720aoVg		29/04/2021	youtub		1

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L'uso del drone per la conoscenza, la tutela e fruizione del territorio	Videos	Video that explains how drones are used for the knowledge, protection and use of the territory	Italian	Technology / Computer science	Drones, Territory	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Creative Commons Attribution - NonCommercial-No Derivates Works	https://www.commonspaces.eu/users/search/	https://youtu.be/783R0b6g6Yc		29/04/2021	youtube		2
Realtà aumentata e virtuale: differenze	Slides	Introductory slides to the concepts of virtual and augmented reality and what are the main differences between them.	Italian	Technology / Computer science	Augmented, Virtual Reality	Post-Secondary, Undergraduate, Graduate	CT12 New Technologies	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		29/04/2021	pdf		1
Programmazione C	Website	Introductory course to programming in C language, with definitions of algorithm and computer architecture	Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Basic User	Francesco Fieni	Creative Commons Attribution-Share Alike	https://it.wikitolearn.org	https://it.wikitolearn.org/Corso/tecnica/materiale_c		29/04/2021	web		8
Corso collaborativo di Java	Website	Introductory course to the Java programming language, with exercises	Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Basic User	Francesco Fieni	Creative Commons Attribution-Share Alike	https://it.wikitolearn.org	https://it.wikitolearn.org/Corso/java		29/04/2021	web		22
Basi di Dati	Website	Lessons on databases, relational model and algebra, SQL	Italian	Technology / Computer science	Database	Secondary	CT7 Data	Basic User	Francesco Fieni	Creative Commons Attribution-Share Alike	https://it.wikitolearn.org	https://it.wikitolearn.org/Corso/basi-di-dati		29/04/2021	web		9
Architettura degli elaboratori	Website	Collaborative course of computer architecture	Italian	Technology / Computer science	Computer Science	Secondary	CT19 Hardware	Basic User	Francesco Fieni	Creative Commons Attribution-Share Alike	https://it.wikitolearn.org	https://it.wikitolearn.org/Corso/architettura-degli-elaboratori		29/04/2021	web		15
Metodi di ordinamento di un vettore	Website	In this module some methods of ordering a vector are presented: the Substitution Sort Algorithm; the Selection Sort algorithm; the Bubble Sort Algorithm.	Italian	Technology / Computer science	Algorithm	Secondary	CT15 Problem solving	Basic User	Francesco Fieni	Creative Commons Attribution Non-Commercial No Derivatives	https://www.oercommons.org	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	web		1
Primi passi App Inventor	Documents	First steps to learn App Inventor to create android apps without knowing any programming language	Italian	Technology / Computer science	Coding	Secondary	CT18 Coding & Encoding	Basic User	Francesco Fieni	Creative Commons Attribution Non-Commercial Share Alike	https://www.oercommons.org/	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	web		1
Elettronica Digitale - Logica Combinatoria	Website	A paper that explain what digital electronics and combinatorial logic are, and how logic circuits work	Italian	Technology / Computer science	Electronic	Secondary	CT19 Hardware	Basic User	Francesco Fieni	Creative Commons Attribution Non-Commercial Share Alike	https://www.oercommons.org/	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	web		1
Esploriamo i colori	Documents	PDF that teaches what colors are, how they combine with each other, how they are used in the digital world and suggests a range of educational activities	Italian	Science	Color Theory	Secondary		Basic User	Francesco Fieni	Creative Commons Attribution Share Alike	https://www.oercommons.org/	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	pdf		1
Le soluzioni	Website/Video	Document supported by video explaining what chemical solutions are and exercise related to them	Italian	Science	Chemistry	Secondary		Basic User	Francesco Fieni	Unknown	https://www.oercommons.org/	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	web		4
Ricerca binaria	Video	Video explaining the characteristics of the binary search algorithm in an ordered vector and how to develop the ability to implement the binary search function in C	Italian	Technology / Computer science	Algorithm	Secondary	CT15 Problem solving	Basic User	Francesco Fieni	Commons Attribution Non-Commercial No Derivatives	https://www.oercommons.org/	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	web		1
Programmazione Visuale	Website	material that explains visual programming through the use of the puredata language An easy guide for Scratch, a graphical environment to learn program development in an easy way and create interactive stories, games, graphic animations, simulations and more	Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Basic User	Francesco Fieni	Creative Commons Attribution 3.0 Unported	https://cncs.org/	https://cncs.org/content/view/full/97/Programazione%20visuale		30/04/2021	web		1
Guida all'uso di Scratch	Document		Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Basic User	Francesco Fieni	Creative Commons Attribution	https://www.oercommons.org/	https://www.oercommons.org/learning-journal/12410/overview		30/04/2021	pdf		1
Introduzione alla programmazione con Python	Website/Videos	The aim of the course is to teach the fundamentals of programming in Python to solve simple problems of the input-processing-output type	Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Developer	Francesco Fieni	Creative Commons Attribution - NonCommercial - ShareAlike	https://learn.edupopen.org/	https://learn.edupopen.org/learning-journal/12410/overview		30/04/2021	web		4
Come diventare programmatore di videogiochi	Website	A short guide on how to take the first steps towards becoming a videogame programmer	Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Basic User	Francesco Fieni	Creative Commons Attribution - NonCommercial - ShareAlike	https://www.risorsediattiche.net	https://youtu.be/4UjF-vr4n8		30/04/2021	web		1
Come installare WordPress in locale	Website	Guide on how to install wordpress locally to test a website and all its features, without the need to publish it online	Italian	Technology / Computer science	Html	Secondary	CT17 Internet Use	Basic User	Francesco Fieni	Creative Commons Attribution - NonCommercial - ShareAlike	https://www.risorsediattiche.net	https://youtu.be/4UjF-vr4n8		30/04/2021	web		1
PHP - il linguaggio server-side per il web	Website	What is PHP, where is it born, what are the editors to use and some code line example	Italian	Technology / Computer science	PHP	Secondary	CT9 Programming	Basic User	Francesco Fieni	Creative Commons Attribution - NonCommercial - ShareAlike	https://www.risorsediattiche.net	https://youtu.be/4UjF-vr4n8		30/04/2021	web		1
Anatomia del Computer	Document	Computer anatomy: an explanatory pdf of how the architecture of computers is composed A brief document on how the next generation networks will enable the full usability of augmented virtual reality from mobile devices, opening new fronts in sustainable tourism development	Italian	Technology / Computer science	Computer Science	Secondary	CT19 Hardware	Basic User	Francesco Fieni	Public Domain	https://www.risorsediattiche.net	https://www.risorsediattiche.net/learning-journal/12410/overview		30/04/2021	pdf		1
5G per il Turismo 4.0: tutti i passaggi della svolta	Document		Italian	Technology / Computer science	5G Turism	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	pdf		1
Ebook: cosa sono, come si usano, dove si trovano	Document	A pdf that explains what ebooks are, how they are used and where they can be found	Italian	Technology / Computer science	Ebook	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Creative Commons Attribution Non-Commercial	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	pdf		1
Guida a Google Tour Creator	Video	A video guide on how to use google tour creator, with application examples	Italian	Technology / Computer science	Google Tour	Secondary	CT17 Internet Use	Basic User	Francesco Fieni	Creative Commons Attribution	https://www.commonspaces.eu/users/search/	https://www.youtube.com/watch?v=76009723		01/05/21	youtube		1
Il lato buono dei droni: tutti gli utilizzi per la salvaguardia dell'ambiente	Website	Website that explains how drones can be used for observation and protection of the environment	Italian	Technology / Computer science	Drones, Territory	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Creative Commons Attribution - NonCommercial - ShareAlike	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	html		1
Internet of things e trasporto aereo	Infographic	Interactive infographic on the explanation of IOT tools and how they are used in air transport field	Italian	Technology / Computer science	Internet of Things	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	html		1
L'importanza del 3d printing nei musei	Website	Website that explains the importance of 3d printing in museums and how this can innovate the way to enjoy art	Italian	Technology / Computer science	3d Printing, Museum	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	html		1
La Realtà Aumentata nel Settore Turistico	Website	The future of augmented reality in the tourism sector	Italian	Technology / Computer science	Augmented Reality, Turism	Secondary	CT12 New Technologies	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	html		1
Storia dei linguaggi di programmazione	Slides	Slide that explain the history and evolution of programming languages	Italian	Technology / Computer science	Programming	Secondary	CT9 Programming	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	pdf		1
Web Writing: tutto quello che devi sapere per iniziare a farlo	Website	This article explains about the web writer profession and what is the difference between classical writing and web writing	Italian	Technology / Computer science	Web Writing	Secondary	CT17 Internet Use	Basic User	Francesco Fieni	Public Domain	https://www.commonspaces.eu/users/search/	https://www.commonspaces.eu/users/search/		01/05/21	pdf		1

Name	Kind of material	Description	Language	Subject	Key Words	AgeRange	Competence	Level	Author	License	OER Platform	direct link	More Links	retrieved	Format	Ownership	# Resources	
Isitraukite!	Learning material	In this course, there is explored in more detail the important aspects of digital citizenship: e-government, participation, and the educational opportunities offered by the meaningful use of digital technologies.	Lithuanian	Social Studies	Social inclusion	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	http://www.skaitmeninis.lt/	http://www.skaitmeninis.lt/Paneses/02spanis/02spanis.html		07/01/21			1	
Dirbkite	Learning material	In this course students will strengthen basic skills for using the most popular office applications, develop speaking skills and learn the principles of public speaking planning.	Lithuanian	Technology / Computer science	Main programs, ppt, e-mail, word	Secondary	CT12 New Technologies	Basic User	Gintarė Gulevičiūtė	Public Domain	http://www.skaitmeninis.lt/	http://www.skaitmeninis.lt/Paneses/02spanis/02spanis.html		07/01/21			1	
Mąstykite!	Learning material	In this course students will learn how to search for information to quickly find what you need, understand how to evaluate the reliability of information and its source, learn what programs can be useful in learning or in everyday life.	Lithuanian	Social Studies	Fake news	Secondary	CT12 New Technologies	Basic User	Gintarė Gulevičiūtė	Public Domain	http://www.skaitmeninis.lt/	http://www.skaitmeninis.lt/Paneses/02spanis/02spanis.html		07/01/21			1	
Statistika mokykloms	Learning material	This material is including database of statistics for schools.	Lithuanian	society, science	Statistics	Secondary	CT7 Data	Basic User	Gintarė Gulevičiūtė	Public Domain	http://mokyklose-stat.gov.lt/	http://mokyklose-stat.gov.lt/		07/01/21			1	
Virtualios pamokos	Learning material	This material is giving the possibility to select virtual lessons in many areas.	Lithuanian	Social Studies	Different material	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://virtualipamoka.lt/	https://virtualipamoka.lt/		07/01/21			1	
Erdvėlavis Žemė	Learning material	The diversity of content, the widest possible coverage of different fields of science, as well as the reflection and interactivity of art - this is now the main goal of the creators of the program. They want young visitors in particular to not only learn about the latest trends in science and technology, but also to be able to try those technologies for themselves.	Lithuanian	Social Studies	Different material	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://www.mokslafestivalis.eu/	https://www.mokslafestivalis.eu/		07/01/21			1	
Herojus/herojė nuo šiandien	Game	The material is giving the possibility to interact with the game of becoming hero of selected area.	Lithuanian	Social Studies	Health	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	http://www.vartotojai.lt/linkejmoinaimaistas/zaidinias	http://www.vartotojai.lt/linkejmoinaimaistas/zaidinias		07/01/21			1	
E. knygu kūrimas	Learning material	The material is giving information of how to create an e-book.	Lithuanian	Social Studies	IT	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://www.klase.lt/e-knygu-kurimas-su-book-creator/	https://www.klase.lt/e-knygu-kurimas-su-book-creator/		07/01/21			1	
Lego matematika	Learning material	The material is giving access to information based on math and lego.	Lithuanian	Maths	Math	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://atviri.emokyklai.vu.lt/	https://atviri.emokyklai.vu.lt/index.php?set=21		07/01/21			1	
Skubis	Mobile application	The mobile application is intended for all Kaunas city students and residents for whom emergency medical care information is relevant.	Lithuanian	Social Studies	Health	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://play.google.com/store/apps/details?id=com.skubis	https://play.google.com/store/apps/details?id=com.skubis		07/01/21			1	
„ŠMANUSIS MOKSLININKAS“	Mobile application	The mobile application is intended to play scientific games.	Lithuanian	Social Studies	Geography	K5-9	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://play.google.com/store/apps/details?id=com.lexilia.lilaretal	https://play.google.com/store/apps/details?id=com.lexilia.lilaretal		07/01/21			1	
Pagalba Sau	Mobile application	The mobile application is focused on students, who are feeling tense, tortured by anxiety, often in a bad mood, depressed, not sure how to help.	Lithuanian	Social Studies	Psychology	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://play.google.com/store/apps/details?id=com.sau.pagalbasau	https://play.google.com/store/apps/details?id=com.sau.pagalbasau		07/01/21			1	
Mokyklos eina	Mobile application	The application is focused on schools, the students can use the application every day and count steps, take part in public step challenges, set a daily goal for steps, and use other features to motivate you to go.	Lithuanian	Social Studies	Community	Secondary	CT10 Social	Basic User	Gintarė Gulevičiūtė	Public Domain	https://walk15.lt/?getid=CwKCAWz_WGBhA1E1wUJ0uQvQrUwLWFCBw2NYM1Zaa8y4qwObmMG73p3R16wB8COenLHfGD4f6CCMoGAVD_BwE	https://walk15.lt/?getid=CwKCAWz_WGBhA1E1wUJ0uQvQrUwLWFCBw2NYM1Zaa8y4qwObmMG73p3R16wB8COenLHfGD4f6CCMoGAVD_BwE		07/01/21			1	
The algorithm which knows myself	Development of an own digital assistant and being aware of the data collection	Digital assistant, awareness of data collection	German	society, science	Algorithm	K5-6	CT4 Algorithms	Basic User	Annika Nowak	Creative Commons Licence 4.0 by name	https://www.buergerschaffeniessen.de	https://digitalkultur.medienpaedagogik.uni-kiel.de/view/View.php?id=3196		27.07.2021	mp4		2	
The algorithm which knows myself	Development of an own digital assistant and being aware of the data collection - worksheet	Digital assistant, awareness of data collection	German	society, science	Algorithm	K5-6	CT4 Algorithms	Basic User	Annika Nowak	Creative Commons Licence 4.0 by name	https://www.buergerschaffeniessen.de	https://digitalkultur.medienpaedagogik.uni-kiel.de/view/View.php?id=3196	https://digitalkultur.medienpaedagogik.uni-kiel.de/artefact/file/download.php?file=6551&view=3196 https://digitalkultur.medienpaedagogik.uni-kiel.de/artefact/file/download.php?file=6552&view=3196		27.07.2021	pdf		2
Sun eruptions	The project is under construction. It consists of several sub-projects. At the moment, you can register for the following projects: 1. create movies of solar flares 2. recognise and classify solar flares in radio waves 3. search for brightenings before solar flares A group of Citizen Scientists each works on a comparatively small data set	Observation and clustering of sun eruptions	german	Science	Sun eruptions	K5-9	CT2 Pattern Recognition	Developer	Annika Nowak	requested	https://www.schweizforsch.ch/	http://raumschiff.org	https://raumschiff.org/wp-content/uploads/2016/09/Flarebox.pdf		8/6/2016	pdf		3
https://forum.smartcitizen.me/	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://forum.smartcitizen.me/		1/9/2021	html		1	
https://developer.smartcitizen.me/#summary	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://developer.smartcitizen.me/#summary		1/9/2021	html		1	
https://www.ekt.gr/el/magazines/features/20429#heading%206	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.ekt.gr/el/magazines/features/20429#heading%206		1/9/2021	html		1	
https://www.life2recababatu.eu/el/citizen-science	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.life2recababatu.eu/el/citizen-science		1/9/2021	html		1	
https://beyond-ispex.gr/	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://beyond-ispex.gr/		1/9/2021	html		1	
https://www.telekom.com/en/company/digital-responsibility/details/fighting-dementia-with-a-game-480416	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.telekom.com/en/company/digital-responsibility/details/fighting-dementia-with-a-game-480416		1/9/2021	html		1	

Name	Kind of material	Description	Language	Subject	Key Words	AgeRange	Competence	Level	Author	License	OER Platform	direct link	More Links	retrieved	Format	own	# Resources	
https://www.vodafonegenerationnext.gr/lessons/gine-erevnhths-sthn-kathimerinh-zoh	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.vodafonegenerationnext.gr/lessons/gine-erevnhths-sthn-kathimerinh-zoh		1/9/2021	html		1	
https://alienotoma.myspecies.info/el/node/12	Learning material		English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://alienotoma.myspecies.info/el/node/12		1/9/2021	html		1	
OpenAIRE Webinar 2019	Learning material		Greek	environmental sciences	citizen science, education	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		OpenAIRE Webinar 2019		1/9/2021	html		1	
Αυτόνομη Κατάδυση και Επιστήμη των Πολιτών	Learning material		Greek	environmental sciences	Αυτόνομη Κατάδυση και Επιστήμη των Πολιτών	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.auth.gr/news/27672/		1/9/2021	html		1	
Βιοποικιλότητα και η επιστήμη των πολιτών (Citizen Science)	Learning material		Greek	environmental sciences	Βιοποικιλότητα και η επιστήμη των πολιτών	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.arsakeio.gr/patra/patra-high-school/ta-nea-mas/events-activities/43047-viopokilitita-kai-epistimi-ton-politon-citizen-science		1/9/2021	html		1	
Η Επιστήμη των πολιτών για την προστασία του Θερμικού	Article	Πολυάριθμες ερευνητικές εργασίες και επιστημονικά προγράμματα με σημαντικά αποτελέσματα αλλά και πολλά κενά / ασυνέχειες έχουν υλοποιηθεί για την παρακολούθηση του Θερμικού Κόλπου	Greek	environmental sciences	ΕΠΙΣΤΗΜΗ ΤΩΝ ΠΟΛΙΤΩΝ ΓΙΑ ΤΗΝ ΠΡΟΣΤΑΣΙΑ ΤΟΥ ΘΕΡΜΙΚΟΥ	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		http://greenagenda.gr/%CE%B7-%CE%B5%CF%80%CE%B9%CF%83%CF%84%CE%AF%CE%8C%CE%B7-%CF%84%CF%89%CF%8D-%CF%80%CE%B8%CF%89%CF%84%CF%8E%CE%BD-%CE%B3%CE%B9%CE%B1-%CF%84%CE%B7%CE%BD-%CF%80%CF%81%CE%B8%CF%83%CF%84%CE%B1%CF%83/		1/9/2021	html		1	
SPOTTERON Citizen Science	Learning material	THE PLATFORM FOR CITIZEN SCIENCE APPS & VOLUNTEER MONITORING: SPOTTERON is a fully customizable solution for your Citizen Science, environment protection and volunteer monitoring projects.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.spotteron.net/		1/9/2021	html		1	
STEM4Youth Citizen science toolkit	Learning material	Citizen science toolkit	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://oicms.stem4youth.org/citizen-science-toolkit		1/9/2021	html		1	
Cos4Cloud (Co-designed citizen	Learning material	twelve technological services to improve citizen observatories by helping them to increase the quantity and the quality of observations.	English	environmental sciences	Cos4Cloud	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://cos4cloud-eosc.eu/		1/9/2021	html		1	
Γνωριμία με την Επιστήμη των Πολιτών	Learning material	Γνωριμία με την Επιστήμη των Πολιτών	Greek	Science	επιστήμη των πολιτών εισαγωγή	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.vodafonegenerationnext.gr/lessons/ginimame-thn-episthmh-ton-politon		1/9/2021	html		1	
Γίνε ερευνητής στην καθημερινή ζωή	Learning material	Γίνε ερευνητής στην καθημερινή ζωή	Greek	Science	επιστήμη των πολιτών	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.vodafonegenerationnext.gr/lessons/gine-erevnhths-sthn-kathimerinh-zoh	https://www.vodafonegenerationnext.gr/data/lessons/9/downloads/CitizenScience2-intrologia.pdf https://www.vodafonegenerationnext.gr/data/lessons/9/downloads/CitizenScience2-Freq1-BigD.pdf https://www.vodafonegenerationnext.gr/data/lessons/9/downloads/CitizenScience2-parousia.pdf		1/9/2021	html		1
Εντοπίσαστε ένα τραυματισμένο ή νεκρό άγριο ζώο;	Learning material	Το «ΠΑΡΑΤΗΡΩ» είναι μια πρωτοβουλία, που στόχο έχει να εγκαθιδρύσει ένα πανελλήνιο, αξιόπιστο σύστημα καταγραφής και παρακολούθησης των αιτών θνησιμότητας της άγριας ζωής από ανθρωπογενή αίτια με την εφαρμογή της Επιστήμης των Πολιτών.	Greek	environmental sciences	injured or dead wild animal ANIMA, SCICO	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.papatro.gr/		1/9/2021	html		1	
Crowdsourcing speeds up earthquake monitoring Webserver data and tweets help to locate earthquakes more quick	Learning material	Crowdsourcing speeds up earthquake monitoring Webserver data and tweets help to locate earthquakes more quick	English	environmental sciences	LastQuake	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.emsc.eu/#2	https://www.emsc.eu/Files/2021/06/BRITEC-Citizen-Science-Toolkit-el-v1.pdf		1/9/2021	html		1
Εργαλειοθήκη Επιστήμης των Πολιτών	Learning material	BRITEC citizen science toolkit	Greek	environmental sciences	BRITEC	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.emsc.eu/Files/2021/06/BRITEC-Citizen-Science-Toolkit-el-v1.pdf		1/9/2021	html		1	

Name	Kind of material	Description	Language	Subject	Key Words	AgeRange	Competence	Level	Author	License	OER Platform	direct link	More Links	retrieved	Format	own	# Resources
Collection of citizen science resources for language students and teachers (in Greek)	Learning material	συλλογή εισαγωγικών πηγών με αντικείμενο την Επιστήμη των πολιτών (citizen science).	Greek	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://web2learn.eu/collection-of-citizen-science-resources-for-language-students-and-teachers-in-greek/		1/9/2021	html		1
Γίνε ερευνητής στην καθημερινή ζωή	Learning material	Γίνε ερευνητής στην καθημερινή ζωή - οδηγός εκπαιδευτικού	Greek	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.yodafonegenerationnext.gr/data/lessons/9/Downloads/CitizenScience2_ekpaidevtikos.pdf		1/9/2021	html		1
https://www.citizenscience.gov/#	Blog	Blog with articles regarding citizen science projects	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.citizenscience.gov/#		1/9/2021	html		1
A Citizen Science Community of Practice: Relational Patterns Contributing to Shared Practice	Research Papers	A Citizen Science Community of Practice: Relational Patterns Contributing to Shared Practice	English	environmental sciences	citizenscience.gov	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://theoryandpractice.citizenscienceassociation.org/articles/		1/9/2021	html		1
Promoting Data Collection in Pollinator Citizen Science Projects	Research Paper	Pollinators provide ecosystem services that are threatened by the loss of wild and managed bees. Citizen scientists can monitor bees to yield useful data that may guide conservation of threatened bee populations.	English	environmental sciences	citizenscience.gov	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://theoryandpractice.citizenscienceassociation.org/articles/10.5334/cstp.217/		1/9/2021	html		1
Going Squirrelly: Evaluating Educational Outcomes of a Curriculum-aligned Citizen Science Investigation of Non-native Squirrels	Research Paper	Going Squirrelly: Evaluating Educational Outcomes of a Curriculum-aligned Citizen Science Investigation of Non-native Squirrels/We report on the educational outcomes of the Newfoundland Squirrel Project (NSP), a citizen science project conducted by schoolchildren in Newfoundland, Canada.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://theoryandpractice.citizenscienceassociation.org/articles/10.5334/cstp.275/		1/9/2021	html		1
Can School Children Support Ecological Research? Lessons from the Oak Bodyguard Citizen Science Project	Research Paper	Scientific knowledge in the field of ecology is increasingly enriched by data acquired by the general public participating in citizen science (CS) programs.	English	environmental sciences	artificial prev, citizen science, data quality, insect herbivory, measurement bias, predation, schoolchildren	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://theoryandpractice.citizenscienceassociation.org/articles/10.5334/cstp.267/		1/9/2021	html		1
Survey report: data management in Citizen Science projects	Learning material	Survey report: data management in Citizen Science projects by JRC	English	Science		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://publications.jrc.ec.europa.eu/repository/handle/JRC101077		1/9/2021	html		1
Federal Crowdsourcing and Citizen Science Catalog	Catalog of Citizen Science Projects	Citizen science Projects listed	English	Science		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.citizenscience.gov/catalog/#		1/9/2021	html		1
Journey North: Monarch Butterflies Citizen Science	Learning material	Scientists rely on Citizen Scientists to track the migration of the monarch butterflies as they journey north from Mexico and back again. This amazing pollinator begins its fall migration from August to November and spring migration from March to June. Students can follow migration news, see the real-time mapping of the butterfly's movements, and report their own sightings with this amazing project from the University of Wisconsin - Madison Arboretum.	English	environmental sciences	Environmental Science, Environmental Studies, Education, Elementary Education, Life Science, Biology Level: Lower Primary, Upper Primary	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Share Alike		https://www.oerccommons.org/courseware/lesson/75386		1/9/2021	html		1
Citizen Science with Zooniverse	Learning material	First, students learn some examples of ongoing citizen science projects that are common around the world, such as medical research, medication testing and donating idle computer time to perform scientific calculations. Then they explore Zooniverse, an interactive website that shows how research in areas from marine biology to astronomy leverage the power of the Internet to use the assistance of non-scientists to classify large amounts of data that is unclassifiable by machines for various reasons.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Educational Use Permitted		https://www.oerccommons.org/courses/citizen-science-with-zooniverse		1/9/2021	html		1

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Insight Citizen Science Project	Learning material	: Insight is a free IOS app that was developed by Border Free Bees and Pollinator Partnerships to inspire and empower citizens including students age four and up to learn about North America's pollinators. When you join Insight Citizen Science, you become a member of this national team, participating in observation-based research. The link provided will take you to the website for more information and a how-to video. When entering the name and email information, be sure to select the Bee Cause Project as your organization.	English	Science		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/courseware/lesson/75342		1/9/2021	html		1
Galaxy Zoo: Hubble	Learning material	Zoo Teach is where educators can share lessons, resources and that compliment the citizen science projects that are part of the Zooniverse.	English	Science	Citizen Science Data Collection Hubble Participation	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/courses/galaxy-zoo-hubble		1/9/2021	html		1
Citizens Co-creating Sustainable Cities	Learning material/MOOC	In this MOOC, we zoom in on Amsterdam, Beijing, Ho Chi Minh City, Nairobi, Kampala and Suzhou as living labs for exploring the dynamics of co-creation for sustainable cities worldwide. We will address topics such as participative democracy and legitimacy, ICTs and big data, infrastructure and technology, and SMART technologies in daily life.	English	environmental sciences	Co-Creation Energy Systems Green Systems Socio-technical Contexts. Sustainability Urban Water Systems	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/courses/citizens-co-creating-sustainable-cities		1/9/2021	html		1
Global Nomads Group: Global Citizens in Action: Civic Engagement Curriculum (Semester-Long Program) 0.0 stars	Learning material	Global Citizens in Action is a civic engagement curriculum that focuses on cultural exchange, media literacy, and global citizenship. Through exploring the driving question, "How do we, as youth, engage our communities to create positive social change?"	English	Science	21st Century Skills Central Asia Civic Engagement Collaborate Debate Global Issues Leadership Media Middle East and North Africa (MENA) North America Performing Arts South Asia Technology Videoconference Workshop Development Writing Integrative Learning	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/authoring/3956-global-nomads-group-global-citizens-in-action-civi		1/9/2021	html		1
Planet Hunters	Learning material	ublic's help to search data from the NASA's Kepler spacecraft for the characteristic drop in light due to an orbiting extrasolar planets (exoplanets) crossing in front of their parent stars.	English	Science	Astronomy Citizen Science Data Collection Moon Participation	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/courses/planet-hunters		1/9/2021	html		1
The Milky Way Project	Learning material	Measure and Map Our Galaxy: The Milky Way Project needs your help looking through tens of thousands of images from the Spitzer Space Telescope. By telling us what you see in this infrared data, we can better understand how stars form. The scale of this project necessitates group participation. We need the help of the public to classify the thousands of images we have on file. If all 900,000 Zooniverse members classified a few images, this project would be done in no time!	English	Science	Ancient History Citizen Science Classics Data Collection Egypt Greece Participation Rome Texts	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/courses/the-milky-way-project		1/9/2021	html		1
MoonZoo	Learning material	interested parties can help out with this effort by examining images of the moon's surface and providing feedback to be used by the team of researchers in charge of the Moon Zoo project.	English	Science	Astronomy Citizen Science Data Collection Lunar Moon Participation Space	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Creative Commons Attribution Non-Commercial No Derivatives		https://www.oercommons.org/courses/moon-zoo		1/9/2021	html		1
Citizen Science & Food Integrity	Learning material	Citizen Science applied to food integrity - EIT Food	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.youtube.com/watch?v=yw4odbF5K_I		1/9/2021	html		1
Svinnkollen (The Food Waste Experiment)	Learning material	To investigate whether it is feasible to calculate food waste and its climate impact with AI in a smartphone app. To explore whether more – and better – individual information and feedback can result in more climate-friendly food choices and less food waste.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/163		1/9/2021	html		1

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Citizen Science and Food: A Review	Review/Article	A review about Citizen science projects around food	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eprints.whiterose.ac.uk/173807/1/citizen-science-and-food-a-review-0.pdf		1/9/2021	html		1
Citizen Science to build consumer trust in the food system	Learning material	CITIZEN SCIENCE aims to develop an inspiring way to give citizens the opportunity to contribute to food research and knowledge production related to food safety and authenticity.	English	environmental sciences	food safety and authenticity.	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.eitfood.eu/projects/citizen-science-to-build-consumer-trust-in-the-food-system-2020		1/9/2021	html		1
Agro-Food Systems, Citizen Science and the Sustainability Transition	Collection of research articles about the research topic of Agro-Food Systems, Citizen Science and the Sustainability Transition	Agro-Food Systems, Citizen Science and the Sustainability Transition	English	environmental sciences	Agro-Food Systems, Citizen Science and the Sustainability Transition	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.frontiersin.org/research-topics/12961/agro-food-systems-citizen-science-and-the-sustainability-transition		1/9/2021	html		1
InNat	Learning material	Involving citizens in nature conservation is one of the main aims for InNat. For this reason, two platforms have been created, a website and an app, both capable of collecting records of the 40 protected target entities coming from citizen scientists. More specifically, our 40 targets, all protected under the European Habitat Directive, include 35 animal species, 3 plant species and 2 habitats.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/281		1/9/2021	html		1
STEP CHANGE: Infectious Disease Outbreak Preparedness	Learning material	The aim is to put the "hands-on" citizen science or similar approaches such as participatory action research and «popular epidemiology» capitalizing previous experiences adopted in different types of disease outbreaks and in different contexts with a specific focus on COVID-19 pandemic.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/275		1/9/2021	html		1
The role of citizen science in addressing grand challenges in food and agriculture research	Open Access Journal	grand challenges in food and agriculture research	English	environmental sciences	food and agriculture research	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://royalsocietypublishing.org/doi/10.1098/rspb.2018.1977		1/9/2021	html		1
Citizen Drought Observatory	Learning material	The general objective of the Citizen Drought Observatory is to deepen the knowledge of droughts and, in particular, of the risk component most directly related to the social and institutional sphere: vulnerability.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/285		1/9/2021	html		1
Marine mammals in Belgium	Learning material	The aim is to gather all Belgian marine mammal observations and strandings. The Royal Belgian Institute of Natural Sciences (RBINS) has been responsible for coordinating research into the strandings and cause of death of marine mammals in Belgium since the early 1990s. The institute produces annual reports on observations and strandings of marine mammals in Belgium with the collaboration of SEALIFE Blankenberge and the Universities of Liège and Ghent.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/284		1/9/2021	html		1
Grow Observatory	Learning material	Citizens' Observatory that has empowered people and whole communities to take action on soils and climate across Europe. GROW has evaluated Sentinel-1 and other satellite products to improve the accuracy of predictions on extreme events, such as flood, drought and wildfire.	English	environmental sciences		Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/30		1/9/2021	html		1
HOOP	Learning material	The HOOP project supports 8 lighthouse cities and regions in developing large-scale urban circular bioeconomy initiatives that will focus on sustainably obtaining bio-based products from urban biowaste and wastewater.	English	environmental sciences	circular bioeconomy	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://eu-citizen-science/project/237		1/9/2021	html		1
MPING	Learning material	Collect observations of weather conditions for the National Weather Service.	English	environmental sciences	weather conditions	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/education/mping-education		1/9/2021	html		1

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Journey North	Learning material	Journey North invites you to join in a study of wildlife migration and seasonal change across North America. Help track the migrations of monarch butterflies, hummingbirds, robins and various other species by submitting your observations. Predict when plants will emerge and bloom by planting Journey North Tulip Test Gardens.	English	environmental sciences	wildlife mitigation	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/journey-north?utm_campaign=takepart&utm_medium=blog&utm_source=CiSciSalon%20Blog		1/9/2020	html		1
These Citizen Science Projects are Perfect for a New School Year	Newsletter	Collection of citizen science projects (scie-starter)	English	environmental sciences	citizen science projects	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://www.discovermagazine.com/the-sciences/these-citizen-science-projects-are-perfect-for-a-new-school-year		1/9/2020	html		1
Seek (User Guide)	Learning material	image recognition technology to identify the plants and animals all around you. Earn badges for seeing different types of birds, amphibians, plants, and fungi and participate in monthly observation challenges.	English	environmental sciences	biodiversity	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		http://static.inaturalist.org/wiki_page_attachments/SeekUserGuide2020.pdf		1/9/2020	html		1
Seek and iNaturalist	Learning material	Both Seek (for younger learners) and iNaturalist are phenomenal tools to study the nature around us. It's a great opportunity to explore and document campus biodiversity using simple apps. These projects are the perfect gateway to other projects, including monitoring biodiversity over time and even creating habitat to study additional species!	English	environmental sciences	nature study	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/education/seek-education		1/9/2020	html		1
Soil Testing USA	Learning material	This project involves individuals, communities, or others such as garden clubs, who want to know what levels of chemicals are in their garden, in the surface of bare soil around children's playground equipment and in their yards due to environmental toxins. These high-exposure areas are of concern due to potential health impacts. If you wish, you can then contribute your data to a national map of soil testing results.	English	environmental sciences	Ecology & Environment, Education, Food,	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/soil-sampling-and-testing-for-environmental-justice?utm_campaign=takepart&utm_medium=blog&utm_source=CiSciSalon%20Blog		1/9/2020	html		1
PROJECT SQUIRREL	Learning material	Help scientists better understand tree squirrel ecology.	English	environmental sciences	squirrel ecology	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/education/education-projectsquirrel?utm_campaign=takepart&utm_medium=blog&utm_source=CiSciSalon%20Blog		1/9/2020	html		1
Project FeederWatch	Learning material	Project FeederWatch is a winter-long survey of birds that visit feeders at backyards, nature centers, community areas, and other locales in the US and Canada. FeederWatchers periodically count the birds they see at their feeders from November through early April and send their counts to Project FeederWatch.	English	environmental sciences	bird survey	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/project-feederwatch?utm_campaign=takepart&utm_medium=blog&utm_source=CiSciSalon%20Blog		1/9/2020	html		1
AQTreks (AirQualityTreks)	Learning material	AQTreks (AirQualityTreks) is a mobile air pollution monitoring program for students, organizations, scout troops, and citizen scientists. In AQTreks, with the assistance of their teachers, students hypothesize where air pollution levels may be high or low and use a Personal Air Monitor (PAM) on Treks of their own design. Air pollutants are measured and data are viewed on their smartphones. The data are automatically uploaded from the phone via WiFi or 3G and shared online for analysis, discussion, and comparison with other schools' Trek data.	English	environmental sciences	air quality monitoring	Secondary	CT26 Data analysis and interpretation	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/aqtreks-airqualitytreks?utm_campaign=takepart&utm_medium=blog&utm_source=CiSciSalon%20Blog		1/9/2020	html		1

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eDisease	Learning material	eDisease is working to capture broad trends of marine diseases across the globe — from fish to seals and corals — to work towards a better understanding of the movement and scale of various diseases, to promote new research questions, and support informed decisions. HOW TO GET STARTED Download the app, join the eDisease team, and start logging observations next time you are in, on, or near the ocean.	English	environmental sciences	marine disease	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/edisease		1/9/2021	html		1
eFisheries	Learning material	The global economic value of ocean capture fisheries is US\$225 to 240 billion per year. Many fish, the prey that feed those fish, and the ecosystems that support them are degraded. This team aims to look at broads trends fishing activity — recreational or commercial. The primary aim is to instigate new co-generated research questions, but also to better understand how threats, like climate change, change the way we fish.	English	environmental sciences	ocean fisheries	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://scistarter.org/efisheries		1/9/2021	html		1
Food waste experiment	Learning material	Citizen science projects around the Food system	English	environmental sciences	Food waste experiment	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://forskardag.se/forskardags-massexperiment/svinnkollen/		1/9/2021	html		1
Food waste experiment	Learning material	In Svinnkollen, students helped to develop and test an app to investigate their food waste at school. The app told about today's menu and the climate impact of the various dishes. Using artificial intelligence, the app calculated how much climate impact the thrown food has - both for each individual student, and for the class as a group.	other	environmental sciences	Food waste experiment	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://forskardag.se/forskardags-massexperiment/svinnkollen/		1/9/2021	html		1
The Best-Before-Date Experiment	Learning material	Thousands of students helped researchers find out how much fruit and vegetables children in Sweden eat.	other	environmental sciences	The vegetables experiment	Secondary	CT4 Algorithms	Basic User	Katerina Riviou	Public Domain		https://web.archive.org/web/20160422170217/http://forskardag.se/web-content/uploads/PROTOKOLLBastfore-forsok.pdf		1/9/2021	html		1
The Best-Before-Date Experiment	Learning material	Approximately 1,800 Swedish pupils helped researchers at SLU (the Swedish University of Agricultural Sciences) study how different food items were stored in refrigerators in Swedish homes, and at what temperature. The project was coordinated by VA (Public & Science) as part of ForskarFredag — the Swedish events during the European Researchers' Night.	other	environmental sciences	The Best-Before-Date Experiment	Secondary	CT14 Data Tracking / Collection	Basic User	Katerina Riviou	Public Domain		https://web.archive.org/web/20160422170217/http://forskardag.se/wp-content/uploads/PROTOKOLLBastfore-forsok.pdf		1/9/2021	pdf		1